

Level Design: Terence Williams

Extra Testing: Ryan Martin

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Documentation: Terence Williams

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Pause Feature

(3)

Even when you find time to a while, if the action gets too intense and you want to take a break, press PAUSE during play. Press PAUSE again to resume the action.

Reset

Press F and R to reset the game back to the title screen.

SCORING

ACE'S ACTION POINTS SCORED

Destroying UFO 100 points

Destroying enemy 10 points

Destroying base 1000 points

Bonus Points

If Mad Robot destroys all the enemies in Rock waves, you earn bonus points.

Tips

The first TLP (extra man) is awarded when your score reaches 3000 points

TGM001

Printed in USA

THE FUN OF DISCOVERY

This manual guide provides the basic information you need to get started playing MAD ROBOTS, but it is only the beginning. You will find that this product is full of special features that make the game exciting every time you play. So experiment with different techniques and enjoy the MADNESS!

90-DAY LIMITED WARRANTY (Cartridge or CD)

3D Stages Software warrants to original consumer in the United States of America that this product will be free of defects in material or workmanship for 90 days from the date of purchase under normal in-home use.

3D Stages Software sole and exclusive liability for defects in the material and workmanship shall be limited to replacement. This warranty does not obligate 3D Stages Software to bear the replacement of product.

This warranty is invalid if damage or defect is caused by accident, act of God, consumer abuse, unauthorized alteration or repair, vandalism, or misuse.



The Story

A new form of evil has emerged. In order to rule the universe, The Graphics Man has fused the world's reality with his 450th mind, and it's up to you to stop him! With your help, ET Hunter, Clay, Skip, Thunderbird and Wes are out to stop the devastating madness known as The Graphics Man! How are they to defeat such an insurmountable evil? By entering The Dark Knight Games Tournament, co-hosted by Dave Mappurward, that's how!

Nothing ago, ET Hunter, Clay, Skip and Thunderbird crash-talked the innocent new Jaguar developer, The Graphics Man. They inspired him on everything from the grammar he used in messages on Jaguar Interactive 2, to personal attacks about his mother. And out of all people, Wes decided to join in on the fun. After that, The Graphics Man vowed to make them all sorry, just to destroy them in the end. And by using his mind-altering abilities, he changes the world's reality in real-time!

For one player, age 8 and up.

Instant pause feature.

Stereo AGM (Background Music)

Digital On-Screen Speech

Special Effects:

• **Marshing.**

• **Scaling.**

• **Screen Quake.**

The Mission

In MAD BODIES you must collect or destroy all the planets until the end of each stage while dodging and destroying enemy's units sent by Dave Mappurward under the Graphics Man's orders. Use Aeronaut Wes and Satellite Station-Cuss (Clay) to upgrade Vessel ET Hunter weaponry to help aid you in your mission... If you can survive the madness!

ALWAYS MAKE SURE THE JAGUAR IS TURNED OFF BEFORE INSERTING OR REMOVING CARTRIDGE.

1. Insert your 32GBit MAD BODIES cartridge into the cartridge slot of your JAGUAR 64-bit Interactive Multimedia System.

2. Press the POWER button.

3. Press B button to discontinue on title screens.

If for any reason your cartridge does not load or you only get a red screen, refer to the warranty information included with your JAGUAR cartridge.

GAME CONTROL (see Fig. 1)

(1)

A Jumping when enabled.

B Shooting.

C Dashing (held while moving to the left or right).

(4)

Typed Left Move left.

Typed Right Move right.

Typed Up Move up.

Typed Down Move down.

Control Debits.

(2)

You can adjust the A and B gun volume while the game is played. If you press options, the on volume screen to come up.

FIG. 1



GAME SCREEN (see fig. 3)

(3) Score display you: Current score.

(2) Number of ships and the number of regenerations remaining.

(3) Stage you: Current Stage name.

(4) Cross-hair helps aim your weapons.

(5) Planet.

(6) Aeronaut Wes moves your help getting to Satellite Station-Cuss (Clay) and can help you power up.

(7) Satellite Station-Cuss (Clay).

(8) Vessel ET Hunter as your command.

(9) Enemieship.

FIG. 3



CREDITS

Code: Terence Williams

Sound: William

Graphics: Terence Williams

Sound: Terence Williams

Music: Al Hardman (E-Beat)

License: Williams

Steve Scovano